2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences (20)

TEACHING LEARNING PROCESS

LECTURE

GROUP DISCUSSION

MENTORING

STUDIO BASED LEARNING

METHODOLOGY

STUDENT CENTRIC APPROACH

ICT TOOLS

AUDIO-VIDEO PRESENTATIONS

GOOGLE SUITE

COMPUTER LAB

E-LIBRARY RESOURCES

COURSERA/ ACE-EDGE

EXPERIENTIAL LEARNING

CASE STUDY

SITE VISIT/MARKET SURVEY

SOCIAL SURVEYS/ USER STUDIES

STUDY TOURS

PARTICIPATIVE LEARNING

HANDS-ON-WORKSHOPS

VALUE ADDED COURSES

DESIGN COMPETITIONS

EXPERT LECTURES

PROBLEM SOLVING SKILLS

PROJECT BASED LEARNING

CREATIVE DESIGN SOLUTIONS

DESIGN DISSERTATION

CRITICAL THINKING